

Year 1

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Unit	1.1 Online Safety and Exploring Purple Mash	1.2 Grouping and Sorting	1.4 Lego builders	1.3 Pictograms	1.5 Maze Explorers	1.6 Animated Story Books	1.7 Coding	1.8 Spreadsheets	1.9 Technology outside school
Threshold Concept	Use technology safely and respectfully	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are;	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Recognise common uses of information technology beyond school
Number of Lessons	4	2	3	3	3	5	6	3	2
Curriculum links	Purple Mash	Maths Science	Art English Science	Maths Science Geography	Geography – mapping English	English Geography History	Follows the T4W structure of scaffolding learning	Maths	History (Tim Barnard Lee)



Year 2

Unit	Unit 2.2 Online	Unit 2.3	Unit 2.6 Creating	Unit 2.1 Coding	Unit 2.4	Unit 2.5 Effective	Unit 2.8	Unit 2.7 Making
	Safety	Spreadsheets	Pictures		Questioning	Searching	Presenting Ideas	Music
Threshold	Use technology	Use technology	Use technology	Create and debug	Use technology	Recognise common	Use technology	Use technology
Concept	safely and	purposefully to	purposefully to	simple programs	purposefully to	uses of information	purposefully to	purposefully to
	respectfully,	create, organise,	create, organise,	Use logical	create, organise,	technology beyond	create, organise,	create, organise,
	keeping personal	store, manipulate	store, manipulate	reasoning to	store, manipulate	school	store, manipulate	store, manipulate
	information	and retrieve digital	and retrieve digital	predict the	and retrieve digital		and retrieve digital	and retrieve digital
	private; identify	content	content	behaviour of	content		content	content
	where to go for			simple programs.				
	help and support							
	when they have							
	concerns about							
	content or contact							
	on the internet or							
	other online							
	technologies.							
Number of	3	4	5	5	5	3	4	3
Lessons								
Curriculum	Communication	Maths	Art project – link	Geography	Science sorting	Humanities	English	Music – link with
links	Emails	Money	with art unit	English	and classifying	Research	Humanities	creating in
		Budgeting project		Maths	Geography Maths		Science	specialist lessons



Year 3

Digital Literacu	Computer Science	Information Technology

Unit	Unit 3.2 Online Safety	Unit 3.3	Unit 3.1	Unit 3.4	Unit 3.5 Email	Unit 3.6	Unit 3.7	Unit 3.8	Unit 3.9 Using
		Spreadsheets	Coding	Touch-Typing	(including email	Branching	Simulations	Graphing	Microsoft
			J		safety)	Databases		, ,	PowerPoint
									(Optional Unit)
Threshold	Use search technologies	Select, use and	Design, write	Select, use and	Understand	Select, use and	Select, use and	Select, use and	Select, use and
Concept	effectively, appreciate	combine a	and debug	combine a	computer	combine a	combine a	combine a	combine a
	how results are selected	variety of	programs that	variety of	networks,	variety of	variety of	variety of	variety of
	and ranked.	software	accomplish	software	including the	software	software	software	software
	Use technology safely,	(including	specific goals,	(including	Internet; how	(including	(including	(including	(including
	respectfully and	internet	including	internet	they can provide	internet	internet	internet services)	internet
	responsibly; recognise	services) on a	controlling or	services) on a	multiple	services) on a	services) on a	on a range of	services) on a
	acceptable/unacceptable	range of digital	simulating	range of digital	services, such as	range of digital	range of digital	digital devices to	range of digital
	behaviour; identify a	devices to	physical	devices to	the World Wide	devices to	devices to	design and	devices to
	range of ways to report	design and	systems; solve	design and	Web; and the	design and	design and	create a range	design and
	concerns about content	create a range	problems by	create a range	opportunities	create a range	create a range	of programs,	create a range
	and contact	of programs,	decomposing	of programs,	they offer for	of programs,	of programs,	systems and	of programs,
		systems and	them into	systems and	communication	systems and	systems and	content that	systems and
		content that	smaller parts.	content that	and	content that	content that	accomplish	content that
		accomplish		accomplish	collaboration.	accomplish	accomplish	given goals	accomplish
		given goals		given goals		given goals	given goals		given goals
Number of	3	3	6	4	6	4	3	3	6
Lessons									
Curriculum	Passwords	Maths	Science –	Skill based	Communication	Classifying and	Science	Maths —	Powerpoint
links	Fact checking –	Creating graphs	variables		English	sorting –	Design	investigations	presentation
	humanities	from data -	Maths		Author	science			History
	English – webpage	geography	repetition		communication				Geography
	Science	weather							Lyfta
	PSHE								English
									Maths



Year 4

Digital Literacy Computer Science Information Technology

Unit	Unit 4.2 Online	Unit 4.3	Unit 4.1 Coding	Unit 4.4 Writing	Unit 4.5 Logo	Unit 4.6	Unit 4.7 Effective	Unit 4.8 Hardware
	Safety	Spreadsheets	-	for Different	-	Animation⁄	Searching	Investigators
				Audiences				
Threshold	Understand	Select, use and	Design, write and	Select, use and	Use sequence,	Select, use and	Understand	Understand
Concept	computer networks,	combine a variety	debug programs	combine a variety	selection and	combine a variety	computer networks,	computer networks,
	including the	of software	that accomplish	of software	repetition in	of software	including the	including the
	Internet	(including internet	specific goals,	(including internet	programs	(including internet	Internet	Internet
	Use technology	services) on a	including	services) on a	Use logical	services) on a	Use technology	
	safely, respectfully	range of digital	controlling or	range of digital	reasoning to	range of digital	safely, respectfully	
	and responsibly;	devices to design	simulating physical	devices to design	explain how some	devices to design	and responsibly;	
	recognise	and create a range	systems	and create a range	simple algorithms	and create a range	recognise	
	acceptable/unaccep	of programs,	Use logical	of programs,	work	of programs,	acceptable/unaccep	
	table behaviour;	systems and	reasoning to	systems and		systems and	table behaviour;	
	identify a range of	content that	explain how some	content that		content that	identify a range of	
	ways to report	accomplish given	simple algorithms	accomplish given		accomplish given	ways to report	
	concerns about	goals	work	goals		goals	concerns about	
	content and						content and	
	contact.						contact.	
Number of	4	5	6	5	4	3	3	2
Lessons								
Curriculum	PSHE	Geography –	Maths	English	Art and design	Animations linked	History	English
links	English	weather data	Geography	Journalism	Wallpaper patterns	to English, science	Geography	
	Humanities		Science	Campaigns	Maths	– growth, life	Science	
				School Council		cycles, geography	Art	
				RRS		weather, volcanoes		
				Lyfta		earthquakes		



Year 5

Digital Literacy Computer Science Information Technology

Unit	U	Unit 5.2 Online	Unit 5.3	Unit 5.1 Coding	Unit 5.4 Databases	Unit 5.5 Game	Unit 5.6 3D	Unit 5.7 Concept	Unit 5.8 Microsoft
	5	Safety	Spreadsheets			Creator	Modelling	Maps	Word
							J	,	(Optional Unit)
	2	Understand	Select, use and	Use sequence,	Select, use and	Design, write and	Select, use and	Select, use and	Select, use and
	isse us t	computer networks,	combine a variety	selection and	combine a variety	debug programs	combine a variety	combine a variety	combine a variety
	wa i	including the	of software	repetition in	of software	that accomplish	of software	of software	of software
	5 g I	Internet; how they	(including internet	programs; work	(including internet	specific goals,	(including internet	(including internet	(including internet
	gang o	can provide	services) on a	with variables and	services) on a	including	services) on a	services) on a	services) on a
	a r	multiple services,	range of digital	various forms of	range of digital	controlling or	range of digital	range of digital	range of digital
ta.	responsibly; recognise	such as the World	devices to design	input and output.	devices to design	simulating physical	devices to design	devices to design	devices to design
		Wide Web; and the	and create a range	Use logical	and create a range	systems; solve	and create a range	and create a range	and create a range
eshold Con	ly a	opportunities they	of programs,	reasoning to	of programs,	problems by	of programs,	of programs,	of programs,
sola VG(iful Disio	offer for	systems and	explain how some	systems and	decomposing them	systems and	systems and	systems and
test 0	spec beh	communication	content that	simple algorithms	content that	into smaller parts.	content that	content that	content that
Th	of the	and collaboration.	accomplish given	work and to detect	accomplish given		accomplish given	accomplish given	accomplish given
	Use technology safely, respectfully and scentable lunaccentable behaviour: ide		goals, including	and correct errors	goals, including		goals, including	goals, including	goals, including
	y sc		collecting,	in algorithms and	collecting,		collecting,	collecting,	collecting,
	olog Lun		analysing,	programs.	analysing,		analysing,	analysing,	analysing,
	technolo entable/w		evaluating and		evaluating and		evaluating and	evaluating and	evaluating and
	e te		presenting data		presenting data		presenting data	presenting data	presenting data
	S S		and information.		and information.		and information.	and information.	and information.
Number	r of 3	3	6	6	4	5	4	4	8
Lessons									
Curricu	lum F	PSHE	Maths	Maths	Humanities	English –	Art and Design	History	Link with
links	F	Humanities	measurement	Quizzes	Maths	storyboarding	Transport – history	Geography	publishing over the
	r	research		Fast maths	Science	PSHE	Buildings	English	year
						RE		Revision	



Year 6

Digital Literacy Computer Science Information Technology

Unit	Unit 6.2 Online Safety	Unit 6.1 Coding	Unit 6.3 Spreadsheets	Unit 6.4 Blogging	Unit 6.6 Networks	Unit 6.5 Text Adventures	Unit 6.7 Quizzing
Threshold Concept ONGOING Use technology safely, respectfully and responsibly; recognize	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Number of Lessons	3	6	5	4	3	5	6
Curriculum links	PSHE	English Maths Humanities Art & Design	Maths – probability Science – risk PSHE – risk	English PSHE School Council RRS Art & Design	Tim Berners-Lee History – changes within lifetime	English Geography – maps	Maths Humanities Link to retrieval quizzes in subjects Science Art & Design Fundraising



